

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming terminal comprising:

a primary wagering game operable upon a wager by a player;
a plurality of player selectable symbols in said primary wagering game;
a display device; and

a processor in communication with said display device and operable to enable the player to initiate a play of the primary wagering game and for said play of the primary wagering game to:

(a) enable the player to select one or more of said player selectable symbols,
(b) associate at least one of the player selected symbols with one of a plurality of predefined symbols,

(c) associate at least one of the predefined symbols with a different one of said player selected symbols,

(d) receive a game outcome seed from a central controller,

(e) determine a game outcome based on said received game outcome seed,

(f) generate one or more game symbols based on said received game outcome seed,

(g) for each of said player selected symbols in the generated set of game symbols:

(i) determine ~~if said player selected symbol is associated with one of the predefined symbols~~ associated with said player selected symbol, and

(ii) ~~if said player selected symbol is associated with one of the predefined symbols~~, present said predefined symbol to the player,

(h) for each of said predefined symbols in the generated set of game symbols:

- (i) determine if ~~said predefined symbol is associated with one of the~~ player selected symbols associated with said predefined symbol, and
- (ii) ~~if said predefined symbol is associated with one of the player~~ selected symbols, present said player selected symbol to the player,
- (i) present to the player at least one of the remaining generated symbols, and
- (j) provide the player the determined game outcome in the primary wagering game.

Claim 2 (original): The gaming terminal of Claim 1, wherein said processor is operable to receive a plurality of game outcome seeds from said central controller.

Claim 3 (original): The gaming terminal of Claim 1, wherein said player selectable symbols are numbers in a keno game.

Claim 4 (currently amended): A central determination gaming system comprising:

a game outcome seed set, wherein said game outcome set includes a plurality of predetermined game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes;

a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to output said selected game outcome seed; and

at least one gaming terminal including a display device and a processor in communication with said display device operable to enable a player to initiate a play of a primary wagering game and for said play of the primary wagering game to:

(a) receive said selected game outcome from said central controller,
(b) determine a game outcome based on said selected game outcome seed,
(c) enable the player to pick one or more symbols from a plurality of symbols in said primary wagering game,

(d) associate at least one of the player selected symbols with one of a plurality of predefined symbols,

(e) associate at least one of the predefined symbols with a different one of said player selected symbols,

(f) generate one or more game symbols based on said selected game outcome seed,

(g) for each of said player selected symbols in the generated set of game symbols:

(i) ~~determine if said player selected symbol is associated with one of the predefined symbols~~ associated with said player selected symbol, and

(ii) ~~if said player selected symbol is associated with one of the predefined symbols~~, present said predefined symbol to the player,

(h) for each of said predefined symbols in the generated set of game symbols:

- (i) ~~determine if said predefined symbol is associated with one of the~~
player selected symbols associated with said predefined symbol, and
- (ii) ~~if said predefined symbol is associated with one of the player~~
~~selected symbols,~~ present said player selected symbol to the player,
- (i) present to the player each of the remaining generated game symbols, and
- (j) provide the player the determined game outcome in the primary wagering game.

Claim 5 (original): The central determination gaming system of Claim 4, wherein said game outcome seed set includes a plurality of each game outcome seed.

Claim 6 (original): The central determination gaming system of Claim 4, which includes a plurality of game outcome seed sets.

Claim 7 (original): The central determination gaming system of Claim 4, wherein said symbols are numbers in a keno game.

Claim 8 (currently amended): A central determination gaming system comprising:

a game outcome seed set, wherein said set includes a plurality of game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes; and

a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to communicate said selected game outcome seed to at least one gaming terminal, wherein said gaming terminal includes a processor operable to enable a player to initiate a play of a primary wagering game and for said play of the primary wagering game to:

- (a) determine a game outcome based on the selected game outcome seed,
- (b) enable the player to pick one or more selectable symbols from a plurality of selectable symbols in said primary wagering game,
- (c) associate at least one of the player selected symbols with one of a plurality of predefined symbols,
- (d) associate at least one of the predefined symbols with a different one of said player selected symbols,
- (e) generate one or more game symbols based on said selected game outcome seed,
- (f) for each of said player selected symbols in the generated set of game symbols:

- (i) ~~determine if said player selected symbol is associated with one of the predefined symbols~~ associated with the player selected symbol, and
 - (ii) ~~if said player selected symbol is associated with one of the predefined symbols,~~ present said predefined symbol to the player,
- (g) for each of said predefined symbols in the generated set of game symbols:
 - (i) ~~determine if said predefined symbol is associated with one of the player selected symbols~~ associated with the predefined symbol, and

- (ii) ~~if said predefined symbol is associated with one of the player selected symbols,~~ present said player selected symbol to the player,
- (h) present to the player at least one of the remaining generated game symbols, and
- (i) provide the player the determined game outcome in the primary wagering game.

Claim 9 (original): The central determination gaming system of Claim 8, wherein said game outcome seed set includes a plurality of each game outcome seed.

Claim 10 (original): The central determination gaming system of Claim 8, which includes a plurality of game outcome seed sets.

Claim 11 (original): The central determination gaming system of Claim 8, wherein said central controller is operable to select a plurality of game outcome seeds from said game outcome seed set for a plurality of gaming terminals.

Claim 12 (original): The central determination gaming system of Claim 8, wherein said symbols are numbers in a keno game.

Claim 13 (previously presented): A gaming terminal comprising:
a primary wagering game operable upon a wager by a player;
a plurality of predefined symbols associated with said primary wagering game;
a plurality of player selectable symbols;
a display device; and

a processor in communication with said display device and operable to enable the player to initiate a play of the primary wagering game and for said play of the primary wagering game to: enable the player to select one or more of said player selectable symbols, bidirectionally map each player selected symbol with one of said predefined symbols, receive a game outcome seed from a central controller, generate one or more game symbols based on said received game outcome seed, modify based on said bidirectional map each generated game symbol that is one of the player's selected symbols or one of the bidirectionally mapped predefined symbols, present each modified symbol and each remaining unmodified generated symbol to the player and provide the player a game outcome in the primary wagering game, wherein said provided game outcome is based the number of matches between the player's picked symbols and the gaming terminal presented symbols.

Claim 14 (original): The gaming terminal of Claim 13, wherein said processor is operable to receive a plurality of game outcome seeds from said central controller.

Claim 15 (original): The gaming terminal of Claim 13, wherein said player selectable symbols are numbers in a keno game.

Claim 16 (previously presented): A central determination gaming system comprising:

a game outcome seed set, wherein said game outcome set includes a plurality of predetermined game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes;

a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to output said selected game outcome seed; and

at least one gaming terminal including a display device and a processor in communication with said display device operable to enable a player to initiate a play of a primary wagering game and for said play of the primary wagering game to: receive said selected game outcome from said central controller, enable the player to pick one or more symbols from a plurality of symbols in said primary wagering game, bidirectionally map the each one of the player's picked symbols with a different one of a plurality of predefined symbols, generate one or more game symbols based on said selected game outcome seed, modify each generated game symbol that is one of the player's picked symbols or one of said predefined symbols wherein said modification is based on said bidirectional map, indicate each modified symbol and each remaining unmodified generated game symbol to the player and provide the player a game outcome in the primary wagering game wherein said provided game outcome is based the number of matches between the player's picked symbols and the indicated symbols.

Claim 17 (original): The central determination gaming system of Claim 16, wherein said game outcome seed set includes a plurality of each game outcome seed.

Claim 18 (original): The central determination gaming system of Claim 16, which includes a plurality of game outcome seed sets.

Claim 19 (original): The central determination gaming system of Claim 16, wherein said symbols are numbers in a keno game.

Claim 20 (original): A central determination gaming system comprising:
a game outcome seed set, wherein said set includes a plurality of game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes; and

a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to communicate said selected game outcome seed to at least one gaming terminal, wherein said gaming terminal includes a processor operable to: enable a player to initiate a primary wagering game wherein said primary wagering game is associated with a plurality of predefined symbols, enable the player to pick one or more selectable symbols from a plurality of selectable symbols in said primary wagering game, bidirectionally map each of the player's picked symbols with a different one of said associated predefined symbols, generate one or more game symbols based on said selected game outcome seed, modify each generated game symbol that is one of the player's picked symbols or one of the associated predefined symbols wherein said modification is based on said bidirectional map, to indicate each modified symbol and each remaining unmodified generated game symbol to the player and provide the player a game outcome in the primary wagering game wherein said provided game outcome is based the number of matches between the player's picked symbols and the indicated symbols.

Claim 21 (original): The central determination gaming system of Claim 20, wherein said game outcome seed set includes a plurality of each game outcome seed.

Claim 22 (original): The central determination gaming system of Claim 20, which includes a plurality of game outcome seed sets.

Claim 23 (original): The central determination gaming system of Claim 20, wherein said central controller is operable to select a plurality of game outcome seeds from said game outcome seed set for a plurality of gaming terminals.

Claim 24 (original): The central determination gaming system of Claim 20, wherein said selectable symbols are numbers in a keno game.

Claim 25 (currently amended): A gaming terminal comprising:
a primary wagering keno game operable upon a wager by a player;
a plurality of predefined symbols associated with said primary wagering keno game;

a plurality of player selectable symbols;

a display device; and

a processor in communication with said display device and operable to enable the player to initiate a play of the primary wagering keno game and for said play of the primary wagering keno game to:

(a) receive a game outcome seed from a central controller,
(b) determine a game outcome in said primary wagering keno game based on said game outcome seed,

(c) enable the player to select a set of symbols in said primary wagering keno game,

(d) generate a set of symbols based on said received game outcome seed,

(e) associate each of the player selected symbols with a different one of said predefined symbols,

(f) associate each of the predefined symbols with a different one of said player selected symbols,

(eg) modify said generated set of symbols by:

(i) ~~associating each one of the player selected symbols with a different one of said predefined symbols,~~

~~(ii) associating each of the predefined symbols with a different one of said player selected symbols, and~~

~~(iii) for each symbol in the set which is associated with another one of said symbols,~~

(i) replacing each of said generated symbols in the set with its which corresponds to one of the player selected symbols with its respective associated predefined symbol, and

- (ii) replacing each of said generated symbols which corresponds to one of the predefined symbols with its respective associated player selected symbol,
- (fh) indicate said set of modified symbols to the player, and
- (gi) provide the player the determined game outcome in said primary wagering keno game.

Claim 26 (original): The gaming terminal of Claim 25, wherein said processor is operable to receive a plurality of game outcome seeds from said central controller.

Claim 27 (currently amended): A central determination gaming system comprising:

a game outcome seed set, wherein said game outcome seed set includes a plurality of predetermined game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes;

a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to output said selected game outcome seed; and

at least one gaming terminal including a display device and a processor in communication with said display device operable to enable a player to initiate a play of a keno game and for said play of the keno game to:

- (a) receive said selected game outcome seed from said central controller,
- (b) determine a game outcome in said keno game based on said game outcome seed,
- (c) enable the player to select a set of selections in said keno game,
- (d) generate a set of selections based on said received game outcome seed,
- (e) associate each of the player selections with a different one of a plurality of predefined selections;

(f) associate each of the predefined selections with a different one of said player selections;

- (eg) modify said generated set of selections by:
 - (i) ~~associating each one of the player selected selections with a different one of a plurality of predefined selections,~~
 - (ii) ~~associating each of the predefined selections with a different one of said player selected selections,~~ and
 - (iii) ~~for each selection in the set which is associated with another one of said selections,~~

(i) replacing each of said generated selections in the set with its which corresponds to one of the player selections with its respective associated predefined selection, and

(ii) replacing each of said generated selections which corresponds to one of the predefined selections with its respective associated player selection.

(fh) indicate said set of modified selections to the player, and

(gi) provide the player the determined game outcome in the keno game.

Claim 28 (original): The central determination gaming system of Claim 27, wherein said game outcome seed set includes a plurality of each game outcome seed.

Claim 29 (original): The central determination gaming system of Claim 27, which includes a plurality of game outcome seed sets.

Claim 30 (previously presented): A gaming terminal comprising:
a primary wagering game operable upon a wager by a player;
a plurality of predefined symbols associated with said primary wagering game;
a plurality of player selectable symbols;
a display device; and

a processor in communication with said display device and operable to enable the player to initiate a player of the primary wagering game and for said play of the primary wagering game to: enable the player to select a plurality of said player selectable symbols, bidirectionally map each player selected symbol and each player non-selected symbol with a different one of said predefined symbols, receive a game outcome seed from a central controller, determine a game outcome based on said received game outcome seed, generate a plurality of game symbols based on said received game outcome seed, modify each generated game symbol based on said bidirectional map, present to the player each modified symbol and provide the determined game outcome to the player in the primary wagering game.

Claim 31 (original): The gaming terminal of Claim 30, wherein said processor is operable to receive a plurality of game outcome seeds from said central controller.

Claim 32 (original): The gaming terminal of Claim 30, wherein said player selectable symbols are numbers in a keno game.

Claim 33 (previously presented): A central determination gaming system comprising:

a game outcome seed set, wherein said game outcome set includes a plurality of predetermined game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes;

a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to output said selected game outcome seed; and

at least one gaming terminal including a display device and a processor in communication with said display device operable to enable a player to initiate a play of a primary wagering game and for said play of the primary wagering game to: receive said selected game outcome from said central controller, determine a game outcome based on said selected game outcome seed, enable the player to pick one or more symbols from a plurality of symbols in said primary wagering game, bidirectionally map each one of the player's picked symbols and each one of the player's non-picked symbols with a different one of a plurality of predefined symbols, generate one or more game symbols based on said selected game outcome seed, modify each generated game symbol based on said bidirectional map, present to the player each modified symbol and provide the determined game outcome to the player in the primary wagering game.

Claim 34 (original): The central determination gaming system of Claim 33, wherein said game outcome seed set includes a plurality of each game outcome seed.

Claim 35 (original): The central determination gaming system of Claim 33, which includes a plurality of game outcome seed sets.

Claim 36 (original): The central determination gaming system of Claim 33, wherein said symbols are numbers in a keno game.

Claim 37 (currently amended): A central determination gaming system comprising:

a game outcome seed set, wherein said set includes a plurality of game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes; and

a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to communicate said selected game outcome seed to at least one gaming terminal, wherein said gaming terminal includes a processor operable to: enable a player to initiate a primary wagering game wherein said primary wagering game is associated with a plurality of predefined symbols, determine a game outcome based on the selected game outcome seed, enable the player to pick a plurality of selectable symbols from a plurality of selectable symbols in said primary wagering game, bidirectionally map each of the player's picked symbols and each of the player's non-picked symbols with a different one of said associated predefined symbols, generate a plurality of game symbols based on said selected game outcome seed, modify each generated game symbol based on said bidirectional maps, present to the player each modified symbol and provide the determined game outcome to the player in the primary wagering game.

Claim 38 (original): The central determination gaming system of Claim 37, wherein said game outcome seed set includes a plurality of each game outcome seed.

Claim 39 (original): The central determination gaming system of Claim 37, which includes a plurality of game outcome seed sets.

Claim 40 (original): The central determination gaming system of Claim 37, wherein each set of predefined symbols includes a plurality of predefined symbols.

Claim 41 (original): The central determination gaming system of Claim 37, wherein said central controller is operable to select a plurality of game outcome seeds from said game outcome seed set for a plurality of gaming terminals.

Claim 42 (currently amended): A gaming terminal comprising:
a primary wagering keno game operable upon a wager by a player;
a plurality of symbols;
a display device; and

a processor in communication with said display device and operable to enable the player to initiate a play of the primary wagering game and for said play of the primary wagering game to:

- (a) enable the player to select one or more of said symbols,
- (b) receive a game outcome seed from a central controller,
- (c) determine a game outcome based on said received game outcome seed,
- (d) randomly generate a set of symbols based on said received game

outcome seed,

(e) associate each of the player selected symbols with a different one of a plurality of predefined symbols;

(f) associate each of the predefined symbols each a different one of the player selected symbols;

~~(eg) modify said generated set of symbols by, wherein said modification is based on said determined game outcome and includes:~~

~~(i) associating each one of the player selected symbols with a different one of a plurality of predefined symbols,~~

~~(ii) associating each of the predefined symbols with a different one of said player selected symbols, and~~

~~(iii) for each symbol in the set which is associated with another one of said symbols,~~

(i) replacing each of said generated symbols in the set with its which corresponds to one of said player selected symbols with its respective associated predefined symbol, and

(ii) replacing each of said generated symbols which corresponds to one of said predefined symbols with its respective associated player selected symbol.

- (fh) mark one or more symbols of said modified set of symbols,
- (gi) mark one or more of said remaining non-modified and non-player selected symbols,
- (hj) present said marked symbols to the player, and
- (ik) provide the player the determined game outcome in the primary wagering game.

Claim 43 (original): The gaming terminal of Claim 42, wherein said processor is operable to receive a plurality of game outcome seeds from said central controller.

Claim 44 (original): The gaming terminal of Claim 30, wherein said symbols are numbers in a keno game.

Claim 45 (currently amended): A central determination gaming system comprising:

a game outcome seed set, wherein said game outcome seed set includes a plurality of predetermined game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes;

a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to output said selected game outcome seed; and

at least one gaming terminal including a display device and a processor in communication with said display device operable to enable a player to initiate a play of a primary wagering game and for said play of the primary wagering game to:

- (a) receive said selected game outcome from said central controller,
- (b) determine a game outcome based on said selected game outcome seed,
- (c) enable the player to pick one or more symbols from a plurality of symbols in said primary wagering game,
- (d) randomly generate a set of symbols based on said received game outcome seed,

(e) associate each of the player selected symbols with a different one of a plurality of predefined symbols,

(f) associate each of the predefined symbols with a different one of said player selected symbols,

~~(eg) modify said generated set of symbols by, wherein said modification is based on said determined game outcome and includes:~~

- ~~(i) associating each one of the player selected symbols with a different one of a plurality of predefined symbols,~~
- ~~(ii) associating each of the predefined symbols with a different one of said player selected symbols, and~~
- ~~(iii) for each symbol in the set which is associated with another one of said symbols,~~

(i) replacing each of said generated symbols in the set with its which corresponds to one of the player selected symbols with its respective associated predefined symbol, and

(ii) replacing each of said generated symbols which corresponds to one of the predefined symbols with its respective associated player selected symbol.

(fh) mark one or more symbols of said modified set of symbols,

(gi) mark one or more of said remaining non-modified and non-player selected symbols,

(hj) present to the player each marked symbol, and

(ik) provide the determined game outcome to the player in the primary wagering game.

Claim 46 (original): The central determination gaming system of Claim 45, wherein said game outcome seed set includes a plurality of each game outcome seed.

Claim 47 (original): The central determination gaming system of Claim 45, which includes a plurality of game outcome seed sets.

Claim 48 (original): The central determination gaming system of Claim 45, wherein said symbols are numbers in a keno game.

Claim 49 (currently amended): A method of operating a gaming terminal comprising the steps of:

- (a) enabling a player to initiate a primary wagering game;
- (b) enabling the player to pick one or more symbols in said primary wagering game;
- (c) associating at least one of the player selected symbols with one of a plurality of predefined symbols;
- (d) associating at least one of the predefined symbols with a different one of said player selected symbols;
- (e) receiving a game outcome seed from a central controller;
- (f) determining a game outcome based on said received game outcome seed;
- (g) generating one or more game symbols based on the received game outcome seed;
- (h) for each of said player selected symbols in the generated set of symbols:
 - (i) ~~determining if said player selected symbol is associated with one of the~~ predefined symbols associated with said player selected symbol, and
 - (ii) ~~if said player selected symbol is associated with one of the predefined symbols,~~ presenting said predefined symbol to the player,
 - (i) for each of said predefined symbols in the generated set of symbols:
 - (i) ~~determining if said predefined symbol is associated with one of the~~ player selected symbols associated with said predefined symbol, and
 - (ii) ~~if said predefined symbol is associated with one of the player selected symbols,~~ presenting said player selected symbol to the player,
 - (j) presenting at least one of said remaining generated game symbols, if any, to the player; and

- (k) providing the player the determined game outcome.

Claim 50 (currently amended): A method of operating a gaming terminal comprising the steps of:

- (a) enabling a player to initiate a primary wagering game;
- (b) enabling the player to pick one or more symbols in said primary wagering game;
- (c) bidirectionally mapping each player picked symbol with a different predefined symbol;
- (d) receiving a game outcome seed from a central controller;
- (e) determining a game outcome based on said received game outcome seed;
- (f) generating one or more game symbols based on the received game outcome seed;
- (g) modifying each game symbol that is one of the player picked symbols, wherein said modification is based on said bidirectional map;
- (h) modifying each game symbol that is one of the predefined symbols, wherein said modification is based on said bidirectional map;
- (i) indicating each modified game symbol and each remaining non-modified game symbol to the player; and
- (j) providing the player the determined game outcome.

Claim 51 (currently amended): A method of operating a gaming terminal comprising the steps of:

- (a) enabling a player to initiate a primary wagering game;
- (b) enabling the player to pick one or more symbols in said primary wagering game;
- (c) bidirectionally mapping each player picked symbol and each non-picked symbol with a different predefined symbol;
- (d) receiving a game outcome seed from a central controller;
- (e) generating one or more game symbols based on the received game outcome seed;
- (f) modifying each game symbol based on said bidirectional map;
- (g) indicating each modified game symbol to the player; and
- (h) providing the player a game outcome based on said received game outcome seed.

Claim 52 (currently amended): A method of operating a gaming terminal comprising the steps of:

(a) enabling a player to initiate a primary wagering game, wherein said primary wagering game includes a plurality of symbols;

(b) enabling the player to select one or more of said symbols in said primary wagering game;

(c) receiving a game outcome seed from a central controller;

(d) determining a game outcome based on said received game outcome seed;

(e) randomly generating a set of symbols based on said received game outcome seed;

_____ (f) associating each of the player selected symbols with a different one of a plurality of predefined symbols;

_____ (g) associating each of the predefined symbols with a different one of said player selected symbols;

~~(f) modifying said generated set of symbols, wherein said modification is based on said determined game outcome and includes by:~~

~~(i) associating each one of the player selected symbols with a different one of a plurality of predefined symbols;~~

~~(ii) associating each of the predefined symbols with a different one of said player selected symbols; and~~

~~(iii) for each symbol in the set which is associated with another one of said symbols;~~

(i) replacing each of said generated symbols in the set with its which corresponds to one of the player selected symbols with its respective associated predefined symbol; and

(ii) replacing each of said generated symbols which corresponds to one of the predefined symbols with its respective associated player selected symbol;

(g) marking one or more symbols of said modified set of symbols;

(h) marking one or more of said remaining non-modified and non-player selected symbols;

(i) presenting said marked symbols to the player; and

(j) providing the determined game outcome to the player.

Claim 53 (new): The method of Claim 49, which is provided via a data network.

Claim 54 (new): The method of Claim 53, wherein the data network includes an internet.

Claim 55 (new): The method of Claim 50, which is provided via a data network.

Claim 56 (new): The method of Claim 55, wherein the data network includes an internet.

Claim 57 (new): The method of Claim 51, which is provided via a data network.

Claim 58 (new): The method of Claim 57, wherein the data network includes an internet.

Claim 59 (new): The method of Claim 52, which is provided via a data network.

Claim 60 (new): The method of Claim 59, wherein the data network includes an internet.

Claim 61 (new): A method of operating a central determination gaming system, said method comprising:

(a) selecting one of a plurality of game outcome seeds from a game outcome seed set, wherein at least two of said game outcome seeds from said game outcome seed set are deterministic of different game outcomes;

(b) preventing said selected game outcome seed from further selection from said game outcome seed set;

(c) determining a game outcome based on the selected game outcome seed;

(d) enabling a player to pick one or more selectable symbols from a plurality of selectable symbols in a primary wagering game;

(e) associating at least one of the player selected symbols with one of a plurality of predefined symbols;

(f) associating at least one of the predefined symbols with a different one of said player selected symbols;

(g) generating one or more game symbols based on said selected game outcome seed;

(h) for each of said player selected symbols in the generated set of game symbols:

(i) determining the predefined symbol associated with the player selected symbol, and

(ii) presenting said predefined symbol to the player;

(i) for each of said predefined symbols in the generated set of game symbols:

(i) determining the player selected symbol associated with the predefined symbol, and

(ii) presenting said player selected symbol to the player;

(j) presenting to the player at least one of the remaining generated game symbols; and

(k) providing the player the determined game outcome in the primary wagering game.

Claim 62 (new): The method of Claim 61, wherein said symbols are numbers in a keno game.

Claim 63 (new): The method of Claim 61, which is provided via a data network.

Claim 64 (new): The method of Claim 63, wherein the data network includes an internet.

Claim 65 (new): A method of operating a central determination gaming system, said method comprising:

(a) selecting one of a plurality of game outcome seeds from a game outcome seed set, wherein at least two of said game outcome seeds from said game outcome seed set are deterministic of different game outcomes;

(b) preventing said selected game outcome seed from further selection from said game outcome seed set;

(c) enabling a player to initiate a primary wagering game, wherein said primary wagering game is associated with a plurality of predefined symbols;

(d) enabling the player to pick one or more selectable symbols from a plurality of selectable symbols in said primary wagering game;

(e) bidirectionally mapping each of the player's picked symbols with a different one of said associated predefined symbols;

(f) generating one or more game symbols based on said selected game outcome seed;

(g) modifying each generated game symbol that is one of the player's picked symbols or one of the associated predefined symbols wherein said modification is based on said bidirectional map;

(h) indicating each modified symbol and each remaining unmodified generated game symbol to the player; and

(i) providing the player a game outcome in the primary wagering game wherein said provided game outcome is based the number of matches between the player's picked symbols and the indicated symbols.

Claim 66 (new): The method of Claim 65, wherein said selectable symbols are numbers in a keno game.

Claim 67 (new): The method of Claim 65, which is provided via a data network.

Claim 68 (new): The method of Claim 67, wherein the data network includes an internet.

Claim 69 (new): A method of operating a gaming terminal, said method comprising:

(a) determining a game outcome in a primary wagering keno game based on a received game outcome seed, wherein a plurality of predefined symbols are associated with said primary wagering keno game;

(b) enabling a player to select a set of symbols in said primary wagering keno game;

(c) generating a set of symbols based on said received game outcome seed;

(d) associating each of the player selected symbols with a different one of said predefined symbols;

(e) associating each of the predefined symbols with a different one of said player selected symbols;

(f) modifying said generated set of symbols by:

(i) replacing each of said generated symbols which corresponds to one of the player selected symbols with its respective associated predefined symbol, and

(ii) replacing each of said generated symbols which corresponds to one of the predefined symbols with its respective associated player selected symbol;

(g) indicating said set of modified symbols to the player; and

(h) providing the player the determined game outcome in said primary wagering keno game.

Claim 70 (new): The method of Claim 69, which is provided via a data network.

Claim 71 (new): The method of Claim 70, wherein the data network includes an internet.

Claim 72 (new): A method of operating a central determination gaming system, said method comprising:

(a) selecting one of a plurality of game outcome seeds from a game outcome seed set, wherein at least two of said game outcome seeds from said game outcome seed set are deterministic of different game outcomes;

(b) preventing said selected game outcome seed from further selection from said game outcome seed set;

(c) determining a game outcome in a keno game based on said selected game outcome seed;

(d) enabling a player to select a set of selections in said keno game;

(e) generating a set of selections based on said received game outcome seed;

(f) associating each of the player selections with a different one of a plurality of predefined selections;

(g) associating each of the predefined selections with a different one of said player selections;

(h) modifying said generated set of selections by:

(i) replacing each of said generated selections which corresponds to one of the player selections with its respective associated predefined selection, and

(ii) replacing each of said generated selections which corresponds to one of the predefined selections with its respective associated player selection;

(i) indicating said set of modified selections to the player; and

(j) providing the player the determined game outcome in the keno game.

Claim 73 (new): The method of Claim 72, which is provided via a data network.

Claim 74 (new): The method of Claim 73, wherein the data network includes an internet.

Claim 75 (new): A method of operating a central determination gaming system, said method comprising:

(a) selecting one of a plurality of game outcome seeds from a game outcome seed set, wherein at least two of said game outcome seeds from said game outcome seed set are deterministic of different game outcomes;

(b) preventing said selected game outcome seed from further selection from said game outcome seed set;

(c) enabling a player to initiate a primary wagering game, wherein said primary wagering game is associated with a plurality of predefined symbols;

(d) determining a game outcome based on the selected game outcome seed;

(e) enabling the player to pick a plurality of selectable symbols from a plurality of selectable symbols in said primary wagering game;

(f) bidirectionally mapping each of the player's picked symbols and each of the player's non-picked symbols with a different one of said associated predefined symbols;

(g) generating a plurality of game symbols based on said selected game outcome seed;

(h) modifying each generated game symbol based on said bidirectional map;

(i) presenting to the player each modified symbol; and

(j) providing the determined game outcome to the player in the primary wagering game.

Claim 76 (new): The method of Claim 75, which is provided via a data network.

Claim 77 (new): The method of Claim 76, wherein the data network includes an internet.

Claim 78 (new): A method of operating a central determination gaming system, said method comprising:

(a) selecting one of a plurality of game outcome seeds from a game outcome seed set, wherein at least two of said game outcome seeds from said game outcome seed set are deterministic of different game outcomes;

(b) preventing said selected game outcome seed from further selection from said game outcome seed set;

(c) determining a game outcome based on said selected game outcome seed;

(d) enabling a player to pick one or more symbols from a plurality of symbols in a primary wagering game;

(e) randomly generating a set of symbols based on said received game outcome seed;

(f) associating each of the player selected symbols with a different one of a plurality of predefined symbols;

(g) associating each of the predefined symbols with a different one of said player selected symbols;

(h) modifying said generated set of symbols by:

(i) replacing each of said generated symbols which corresponds to one of the player selected symbols with its respective associated predefined symbol, and

(ii) replacing each of said generated symbols which corresponds to one of the predefined symbols with its respective associated player selected symbol;

(i) marking one or more symbols of said modified set of symbols;

(j) marking one or more of said remaining non-modified and non-player selected symbols;

(k) presenting to the player each marked symbol; and

(l) providing the determined game outcome to the player in the primary wagering game.

Claim 79 (new): The method of Claim 78, wherein said symbols are numbers in a keno game.

Claim 80 (new): The method of Claim 78, which is provided via a data network.

Claim 81 (new): The method of Claim 80, wherein the data network includes an internet.

Claim 82 (new): A gaming system comprising:

a controller operable to determine a game outcome and output data representing said determined game outcome; and

at least one gaming device configured to communicate with said controller, each gaming device including:

- (i) at least one input device,
- (ii) at least one display device operable to display a game,
- (iii) at least one processor, and
- (iv) at least one memory device which stores a plurality of instructions executable by the at least one processor to cause the at least one processor to operate with the at least one display device, and the at least one input device to:

- (a) enable a player to pick one or more symbols from a plurality of symbols in said game,

- (b) associate at least one of the player selected symbols with one of a plurality of predefined symbols,

- (c) associate at least one of the predefined symbols with a different one of said player selected symbols,

- (d) generate one or more game symbols based on said outputted data representing said determined game outcome,

- (e) for each of said player selected symbols in the generated set of game symbols:

- (i) determine the predefined symbol associated with said player selected symbol, and

- (ii) present said predefined symbol to the player,

- (f) for each of said predefined symbols in the generated set of game symbols:

- (i) determine the player selected symbol associated with said predefined symbol, and

- (ii) present said player selected symbol to the player,

(g) present to the player each of the remaining generated game symbols, and

(h) provide the player the determined game outcome in the game.

Claim 83 (new): The gaming system of Claim 82, wherein said outputted data representing said determined game outcome includes a number of matches between the player selected symbols and the generated game symbols.

Claim 84 (new): A gaming system comprising:

a controller operable to determine a game outcome and output data representing said determined game outcome; and

at least one gaming device configured to communicate with said controller, each gaming device including:

- (i) at least one input device,
- (ii) at least one display device operable to display a game,
- (iii) at least one processor, and
- (iv) at least one memory device which stores a plurality of instructions executable by the at least one processor to cause the at least one processor to operate with the at least one display device, and the at least one input device to:
 - (a) enable a player to pick one or more selectable symbols from a plurality of selectable symbols in said game,
 - (b) bidirectionally map each of the player's picked symbols with a different one of a plurality of predefined symbols,
 - (c) generate one or more game symbols based on said outputted data representing said determined game outcome,
 - (d) modify each generated game symbol that is one of the player's picked symbols or one of the associated predefined symbols wherein said modification is based on said bidirectional map,
 - (e) indicate each modified symbol and each remaining unmodified generated game symbol to the player, and
 - (f) provide the player the determined game outcome in the game.

Claim 85 (new): The gaming system of Claim 84, wherein said outputted data representing said determined game outcome includes a number of matches between the player's picked symbols and the indicated symbols.

Claim 86 (new): A method of operating a gaming system, said method comprising:

- (a) determining a game outcome;
- (b) enabling a player to pick one or more symbols from a plurality of symbols in a game;
- (c) associating at least one of the player selected symbols with one of a plurality of predefined symbols;
- (d) associating at least one of the predefined symbols with a different one of said player selected symbols;
- (e) generating one or more game symbols based on said determined game outcome;
- (f) for each of said player selected symbols in the generated set of game symbols:
 - (i) determining the predefined symbol associated with said player selected symbol, and
 - (ii) presenting said predefined symbol to the player;
- (g) for each of said predefined symbols in the generated set of game symbols:
 - (i) determining the player selected symbol associated with said predefined symbol, and
 - (ii) presenting said player selected symbol to the player;
- (h) presenting to the player each of the remaining generated game symbols, and
- (i) providing the player the determined game outcome in the game.

Claim 87 (new): The method of Claim 86, wherein said determined game outcome includes a number of matches between the player selected symbols and the generated game symbols.

Claim 88 (new): The method of Claim 86, which is provided via a data network.

Claim 89 (new): The method of Claim 88, wherein the data network includes an internet.

Claim 90 (new): A method of operating a gaming system, said method comprising:

- (a) determining a game outcome;
- (b) enabling a player to pick one or more selectable symbols from a plurality of selectable symbols in a game;
- (c) bidirectionally mapping each of the player's picked symbols with a different one of a plurality of predefined symbols;
- (d) generating one or more game symbols based on said determined game outcome;
- (e) modifying each generated game symbol that is one of the player's picked symbols or one of the associated predefined symbols wherein said modification is based on said bidirectional map;
- (f) indicating each modified symbol and each remaining unmodified generated game symbol to the player; and
- (g) providing the player the determined game outcome in the game.

Claim 91 (new): The gaming system of Claim 90, wherein said determined game outcome includes a number of matches between the player's picked symbols and the indicated symbols.

Claim 92 (new): The method of Claim 90, which is provided via a data network.

Claim 93 (new): The method of Claim 92, wherein the data network includes an internet.